

The Golem: An Inform Form



I. The Golem and the Khôra

The golem is a mythologic creature of the Jewish tradition, often, its symbolism and story keep changing through time and stories. For our part we will mainly refer to it on the sense of Peter Sloterdijk who considers it as the symbol of human as co-creator along god, but creator of the unfinished.

For the khôra, a place of the nothingness is the main concept here. However, many versions of this concept exist and are still to be explored.

Key Notions

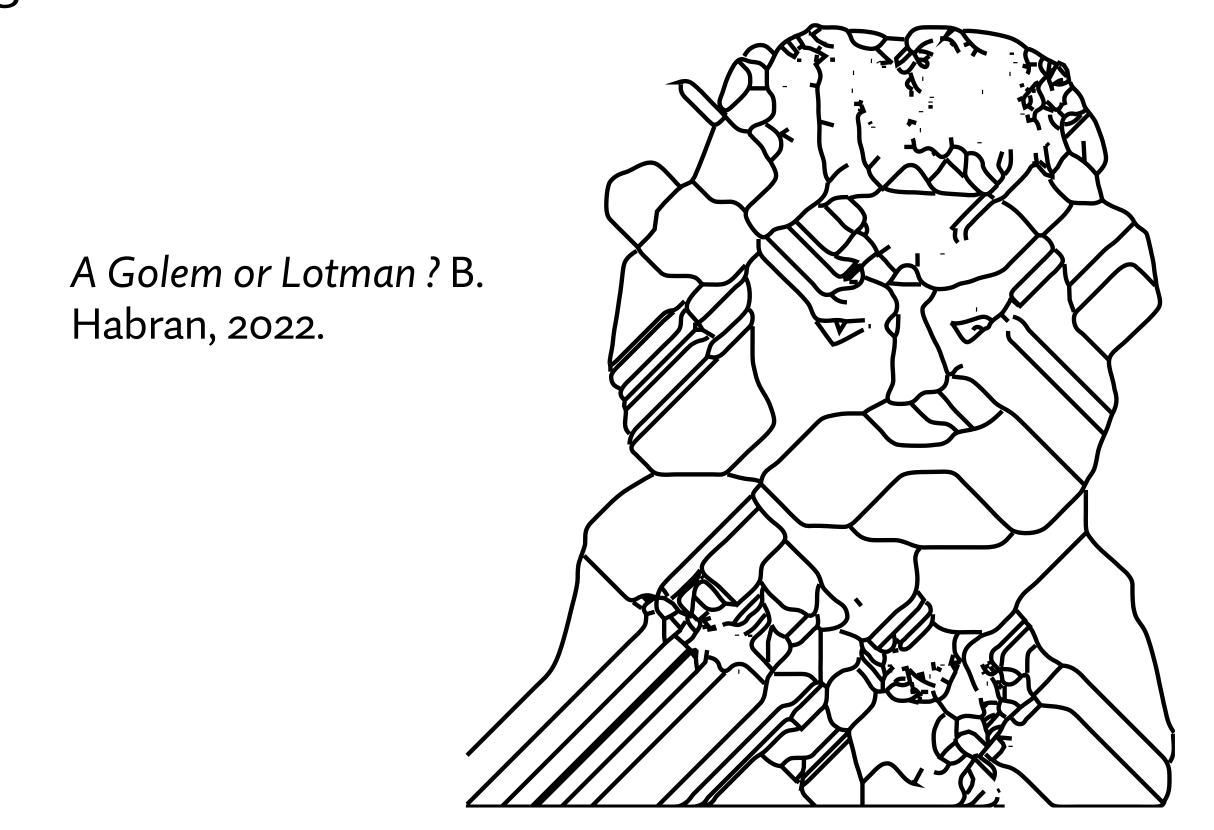
- Golem: Metaphor of the sign, a creation of the human mind made of form and inform, always in movement.
- Khôra: The space of emptiness making movement between form to inform possible.
- **Space:** Three spaces are to be explore here:
 - Material space: Where forms are found
 - **Semiosis space:** Where forms and inform are mixed to create meaning
 - Khôra: Void of all forms

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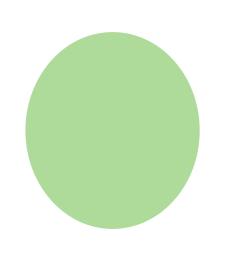
II. Thinking without language

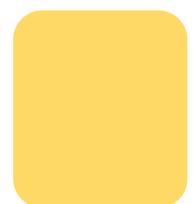
Studies in experimental cognitive psychology show that animals can think of concepts without language but cannot use reversibility in their thinking, back and forth between signifier and signified. This ability seems to be a human particularity. Not only is there reversibility, but it is immediate, what proves the unity of the sign in the human cognation. The brain automatically inform the forms into concepts and form the inform into visual objects. The reversibility of the sign explain our ability to go to the singular to the universal and vis-versa.



III. Metamorphosis

If we consider the Khôra in a similar function as the borders in Lotman's semiosphere, filtering and decomposing the forms to give space to the semiosis to recompose it. The metamorphosis would be a way our cognition works to modeling the sign during his trajectory to external borders to the core. However, the core wouldn't be the end. Likewise, in the Dante's geographic, it would be the point where going down become going up.

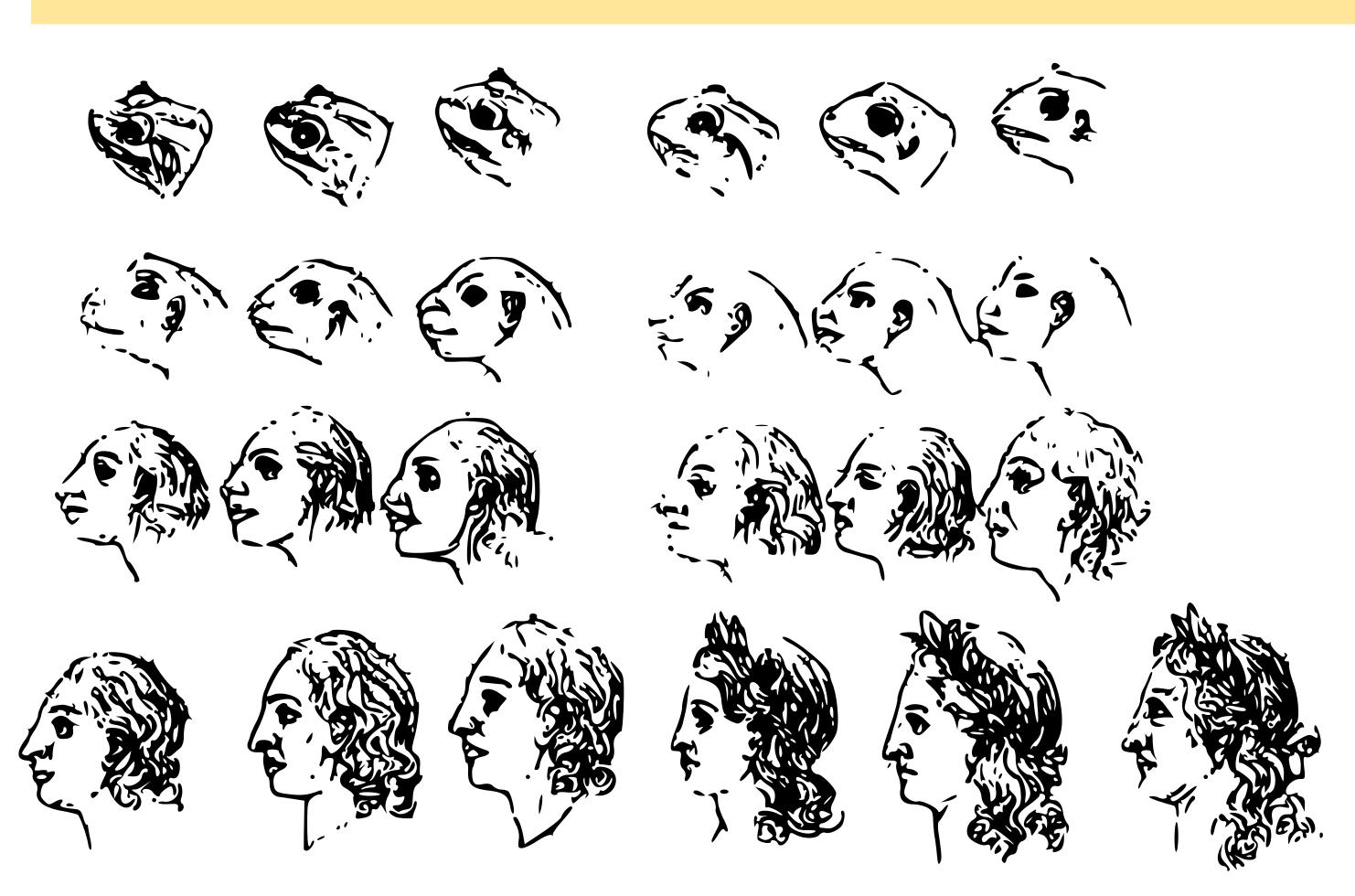






Conclusion

The present essay comes with two distinct objectives. The proposition of a visual sign system more adapted to its field than the saussurian model, following the approach of Göran Sonesson. The second, mapping the creation of meaning from visual sign following the approach of Yuri Lotman. For this reason, two main concepts are conveyed, the golem as a paradox between form and inform, and the khôra as the place of the non-being. Both concepts are here to illustrate and explain the modellable nature of the visual sign thought cognitive process. Our model would be verified by the comparison to experimental cognitive research and contextualize with previous works sharing similar idea in semiotics and philosophy. Eventually, the application of our model through the example of art would bring new lights on how visual arts carry knowledge and how we access to it.



From Frog to Poet. J.C. Lavater, 1797. Vectorization.